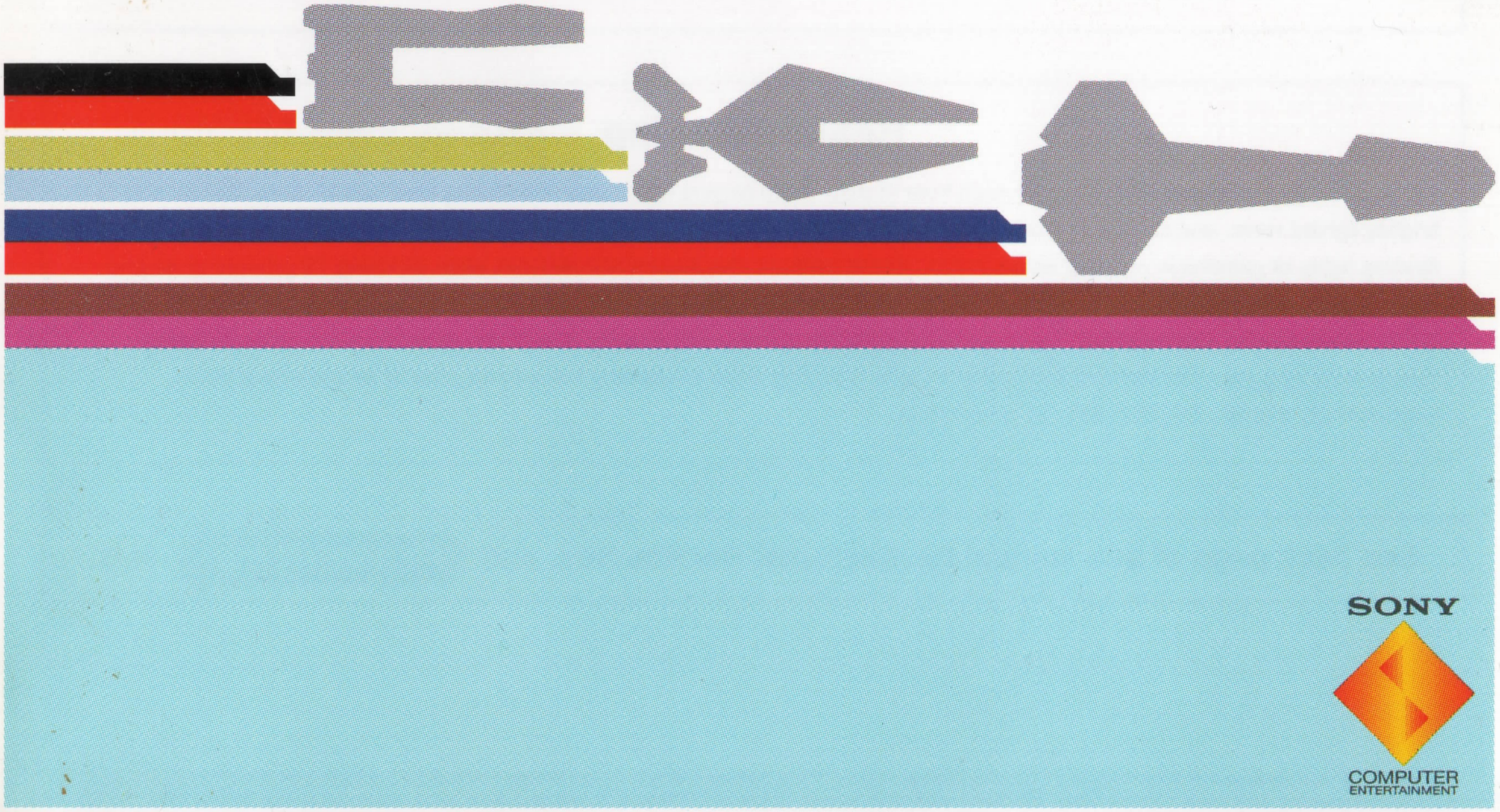
PlayStation

PAL

wipEout 3

special edition: manual



SONY COMPUTER ENTERTAINMENT

PlayStation®

Precautions

• This disc contains software for the PlayStation® home video game console. Never use this disc on any other machine, as it could damage it. • This disc conforms to PlayStation® specifications for the European market only. It cannot be used on foreign-specification versions of PlayStation®. • Read the PlayStation® Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®, always place it label side up. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Never attempt to use a cracked or warped disc, or one that has been repaired with adhesives, as this could lead to operating errors.

Health Warning

For your health, rest about 15 minutes for each hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a brightly lighted room, and stay as far from the television screen as possible. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

See back page of this manual for Customer Service Nos. and POWERLINE Nos.

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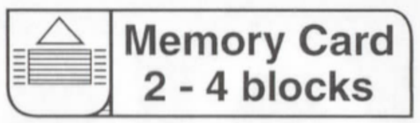

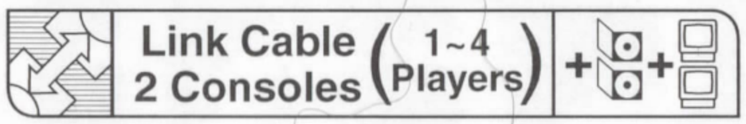

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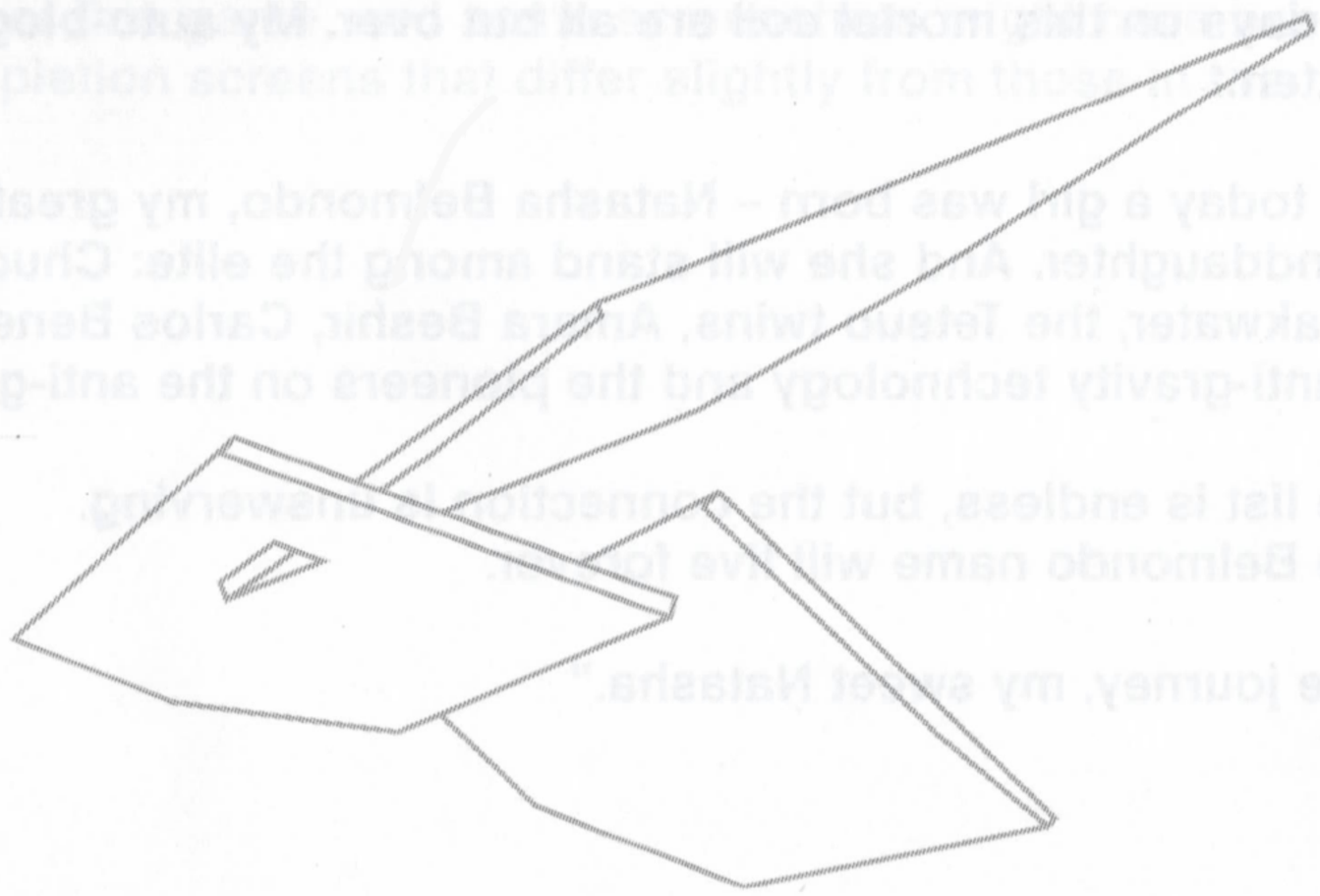


welcome

WIPEOUT VER. 03. | MANUAL

INSTRUCTION MANUAL THREE RE-JIG SEQ:

READ AND LEARN. REPEATED PLAY ENSURES SUCCESS

FONT: F500 ANG-ULAR MITDR. MODIFICATION [OF THE X CHARACTER] BY MF DIRECTION

w3 instruction-manual: start

READ
LEARN/ENJOY

the legacy of pierre belmondo

From the last recorded psych-impulse of Pierre Belmondo, CEO of the AG Race Commission, 8th June 2127:

"123 years ago, when I was born, this world was a very different place. In those days, we obeyed gravity. Now we defy it.

Unlike our forefathers, we are not now bound to the surface, for we have risen from it.

My days on this mortal coil are all but over. My auto-biography long-since written.

But today a girl was born – Natasha Belmondo, my great, great granddaughter. And she will stand among the elite: Chuck Hoffman, Dirk Breakwater, the Tetsuo twins, Amara Beshir, Carlos Beneto – the founders of anti-gravity technology and the pioneers on the anti-grav racetrack.

The list is endless, but the connection is unswerving.
The Belmondo name will live forever.

Safe journey, my sweet Natasha."

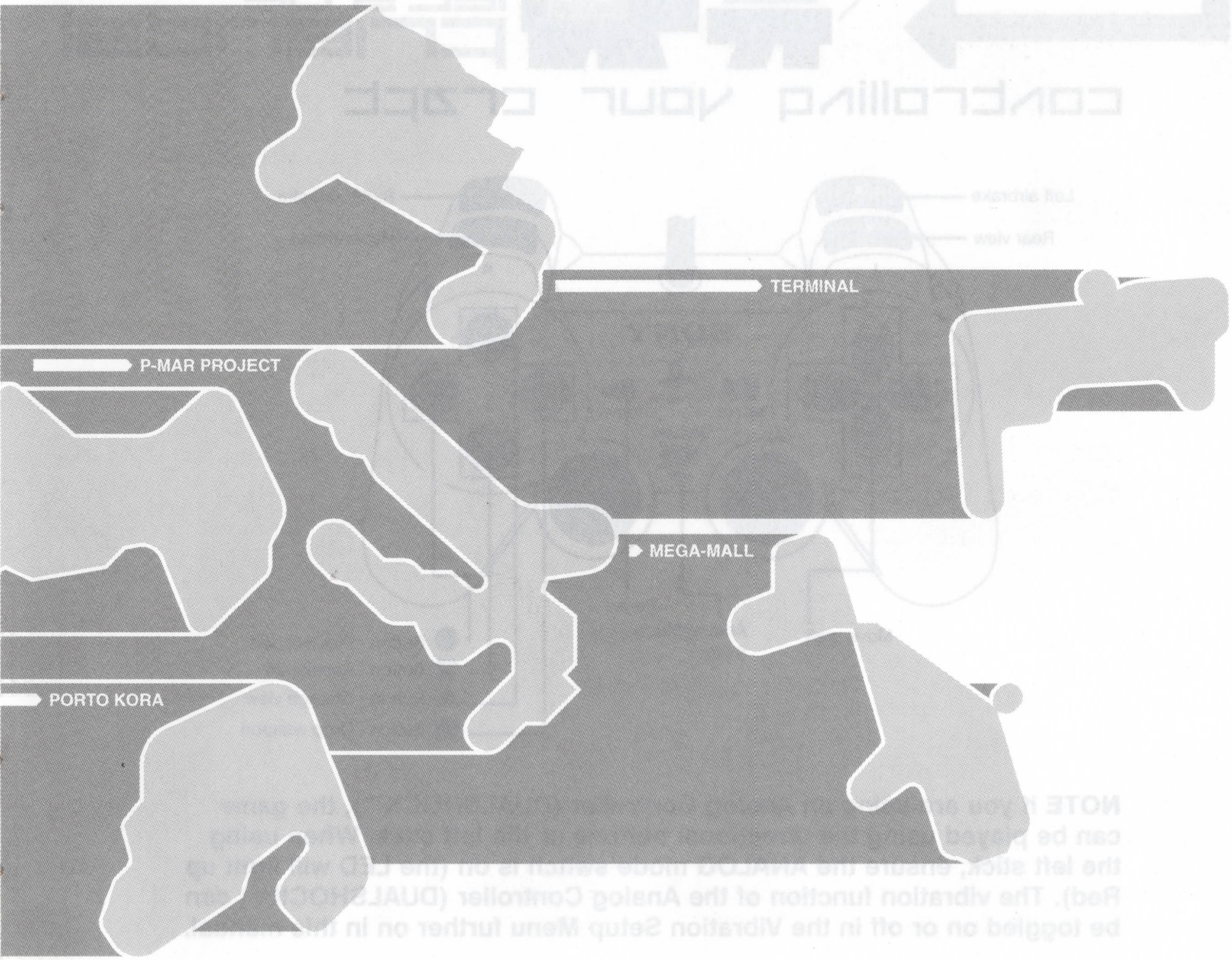
wipeout is the future

setting up

Set up your Console according to the instructions in its Instruction Manual. Insert the disc and close the disc cover. Turn the Console ON at the POWER button. Do not insert or remove peripherals or MEMORY CARDs once the power is turned on. Make sure there are enough free blocks on your MEMORY CARD before commencing play.

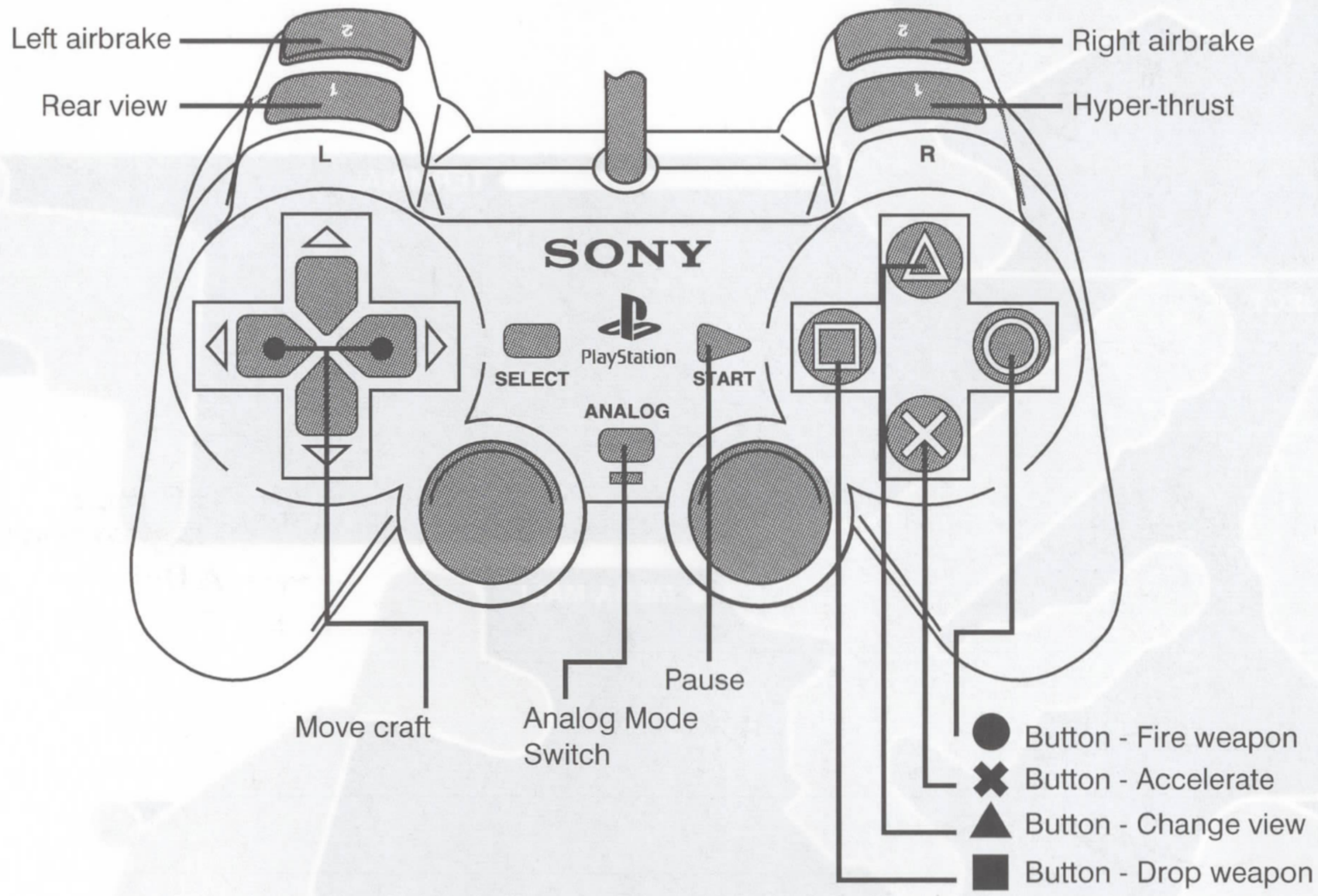
PLEASE NOTE The information in this manual was correct at the time of going to print, but some minor changes may have been made late in the game's development. All screenshots for this manual have been taken from the English version of this game, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished game.

MANOR TOP
STANZA INTER
HI-FUMI
SAMPA RUN
WIPEOUT VER. 03.
CIRCUIT PLAN
MANUAL
THREE
SEQ:
WIP3OUT CITY PLAN AXONO-GRAPHIC: MADE IN THE DESIGNERS REPUBLIC

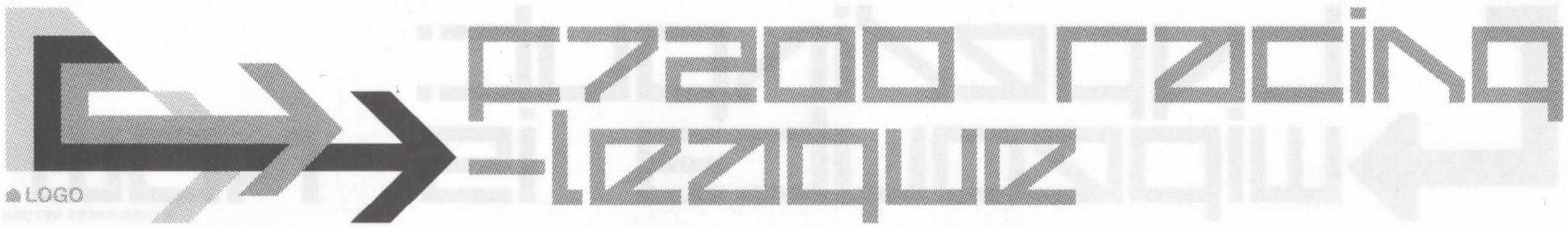

TERMINAL
P-MAR PROJECT
MEGA-MALL
PORTO KORA

let's be friends!

controlling your craft



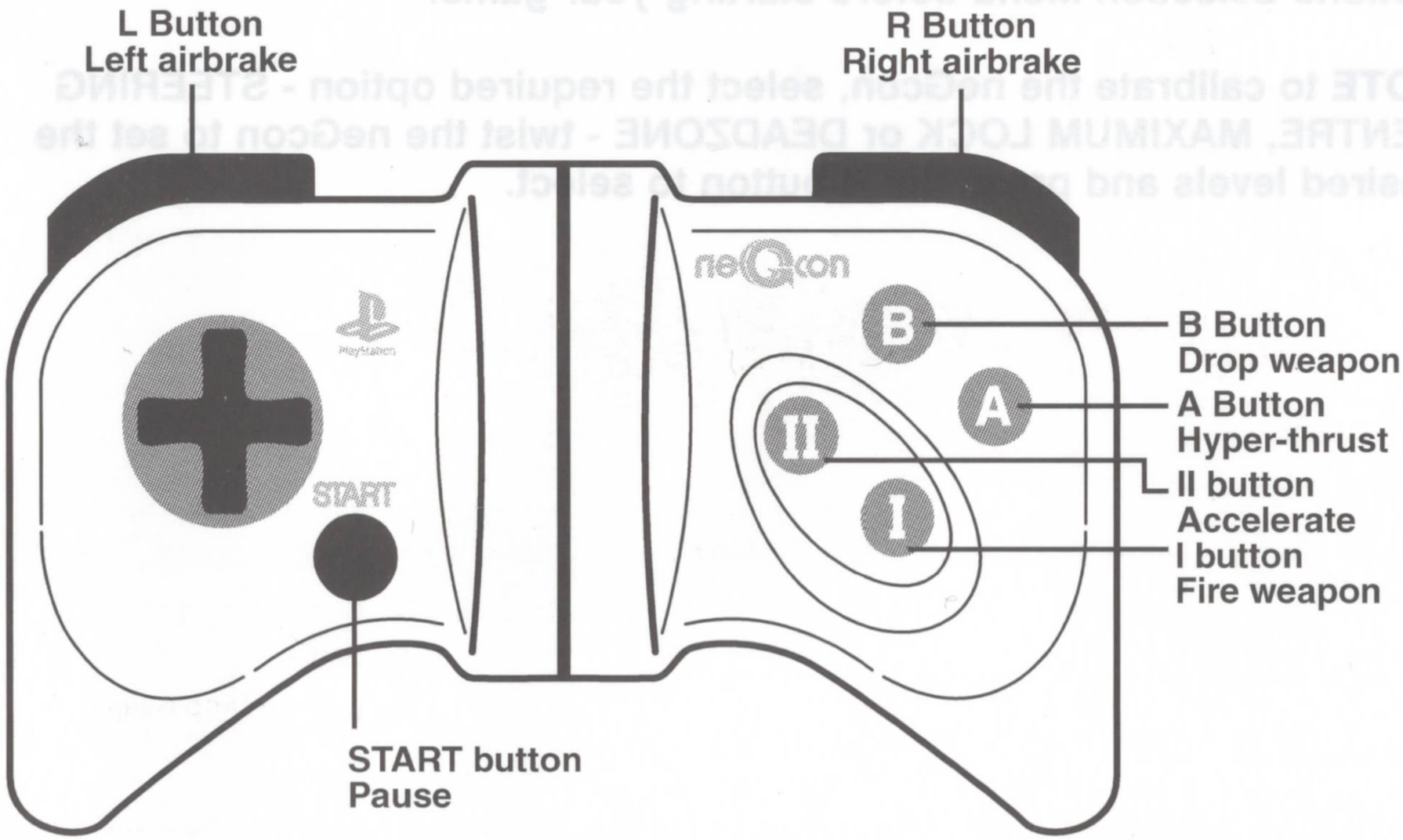
NOTE if you are using an Analog Controller (DUALSHOCK™), the game can be played using the directional buttons or the left stick. When using the left stick, ensure the ANALOG mode switch is on (the LED will light up Red). The vibration function of the Analog Controller (DUALSHOCK™) can be toggled on or off in the Vibration Setup Menu further on in this manual.



DIRECTIONAL BUTTONS – MOVEMENT

In this manual, ⬆, ⬇, ⬅, ➡ etc. are used to denote the direction of both the directional buttons and the left stick.

neGcon™ CONTROLS



type/input: wipeout3 is now

THEN PRESS RETURN

When navigating through menu screens using the neGcon, please use the I button to select and the B button to return to the previous screen without accepting any changes.

It is not possible to select Change View or select Rear View when in-game using the neGcon. Please change view in the Game Setup Menu from the Options Selection Menu before starting your game.

NOTE to calibrate the neGcon, select the required option - STEERING CENTRE, MAXIMUM LOCK or DEADZONE - twist the neGcon to set the desired levels and press the R button to select.

WIPEOUT VER. 03. | ASSEGAI DEVELOPMENTS

TEAM DISPLAY THREE SEQ:

TEAM I:DENTIFY

ASSEGAI DEVELOPMENTS

LOGO LOGO-TYPE

I:D [UNITED AFRICAN NATIONS]

COLOUR CODED

118R 170G 229B

182R 177G 88B

COLOUR - BREAKDOWN

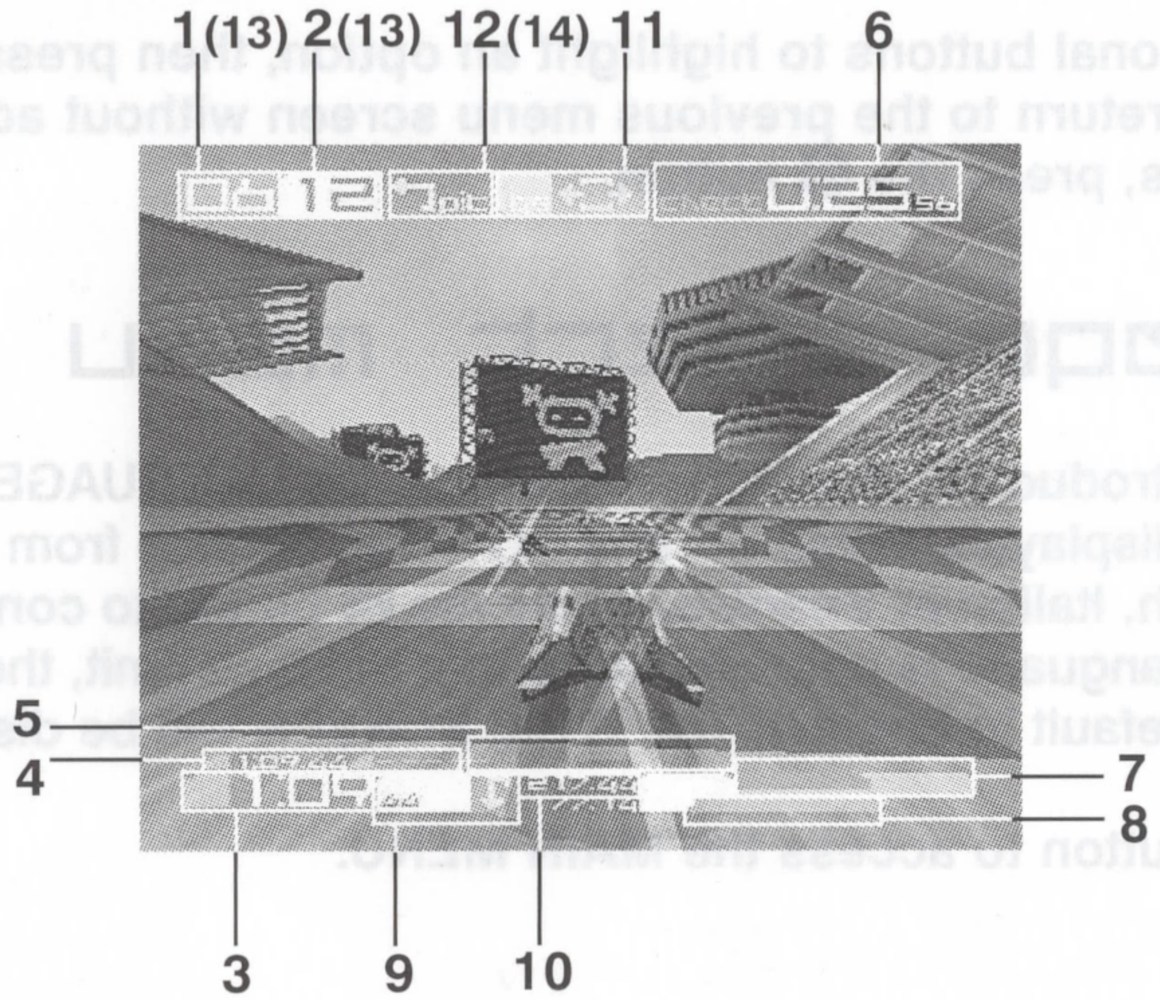
ORIENTATION: UP

DIRECTION

3000AD.

ASSEGAI DEVELOPMENTS

the gamescreen



1. Current position
2. Number of opponents
3. Current lap time
4. Lap times
5. Lap number
6. Checkpoint countdown
7. Thrust level
8. Energy level
9. Proximity indicator
10. Speed
11. Current weapon
12. Pit indicator
13. Death-match score (Eliminator Mode only)
14. Eliminations (Weapon and Combo Challenge Modes only)

USING MENU SCREENS

Use the directional buttons to highlight an option, then press the ⊗ button to confirm. To return to the previous menu screen without accepting any option changes, press the △ button.

LANGUAGE SELECT MENU

After a short introduction cinematic sequence, the LANGUAGE SELECT MENU will be displayed. Press UP and DOWN to choose from English, German, French, Italian or Spanish. Press the ⊗ button to confirm your language. If a language is not selected within the time limit, then the language selection will default to English. The TITLE SCREEN will be displayed.

Press the ⊗ button to access the MAIN MENU.

multi-player gaming

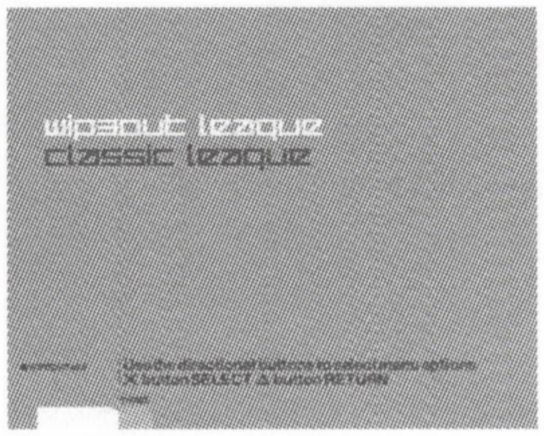
main menu

SINGLE RACE

Intense racing with weapons and checkpoints against a full field of competitors. Clear each checkpoint before your time runs out or it's game over before you've even finished the race. The number of laps depends on the racing class being played. If your shield energy is running low, replenish your energy in the pit lane.

Weapons and checkpoints are optional in Single Race mode. You can compete without weapons or checkpoints by selecting the Weapons OFF and the Checkpoints OFF options in the Game Setup Menu (found within the Options Selection Menu).

vertical split screen



Wip3out League
Eight tracks from the F7200 Race League, 2116 AD, from the wip3out League.

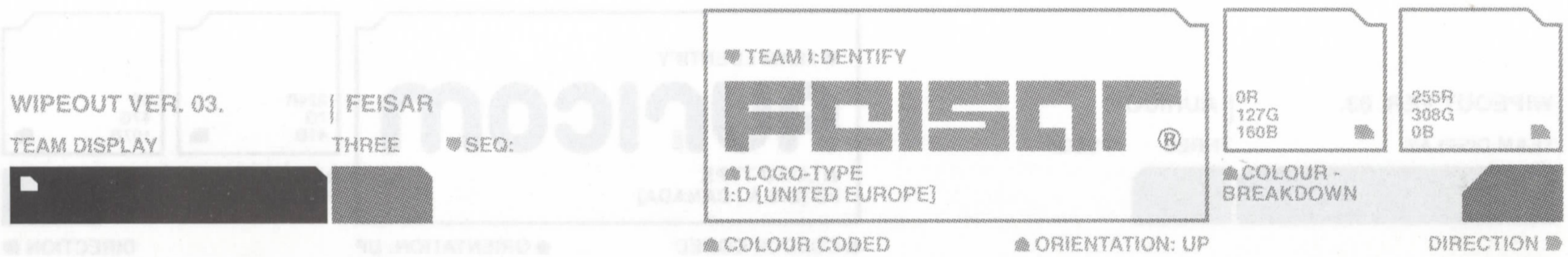
Go to Race Class Menu below.

Classic League
Eight timeless favourites form the WipEout Classic League, namely five tracks from wipEout 2097, and three from the original WipEout. These classic circuits were voted for by the subscribers of "AG On-Line" (Issue: September 2128).

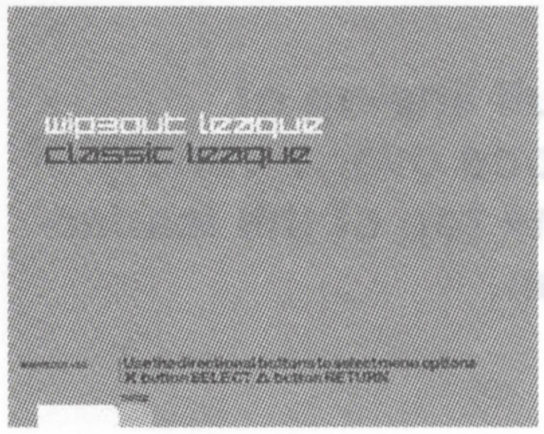
Go to Race Class Menu below.

NOTE the above league select menu will be displayed after choosing the Single Race game mode and also after the following modes: Time Trial, Challenge and Tournament.

TIME TRIAL
A race against the clock without weapons or enemy craft. A ghost craft will fly a duplicate of the previous best race. Ghost races can be loaded from MEMORY CARD via the LOAD TIME TRIAL option. Best race times can be saved to a MEMORY CARD for future games.



FCISAR. IS FAIR.?



CHALLENGE

Twenty-four unique assignments await you in each race league. Within each league there are three challenge modes. These are divided into eight challenges per Challenge Mode. You will be set specific tasks using preset craft on predetermined circuits.

- RACE CHALLENGE: race to achieve 1st, 2nd or 3rd against a standard array of competitors.
- TIME CHALLENGE: race to complete the circuit within a predetermined time.
- WEAPON CHALLENGE: race and destroy a fixed number of opponents.

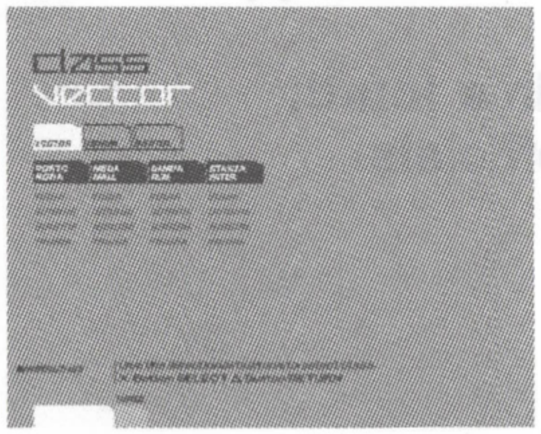
NOTE rumours of a further sixteen gruelling tasks within a fourth Challenge Mode have been strongly denied by F7200 officials.

TOURNAMENT

The ultimate anti-gravity championships of all time. A full line-up of competitors contest the fast and furious tournament mode over a variety of circuits. Run on a points-for-places basis, the pilot at the top of the leaderboard at the end of the season is crowned the champion.

POINTS AWARDED

1st Place	*10 points*
2nd Place	*6 points*
3rd Place	*4 points*
4th Place	*3 points*
5th Place	*2 points*
6th Place	*1 point*



RACE CLASS MENU

Press LEFT and RIGHT to highlight your required racing class and press the ⊗ button to confirm.

VECTOR CLASS for novices or those that like to take things steady.

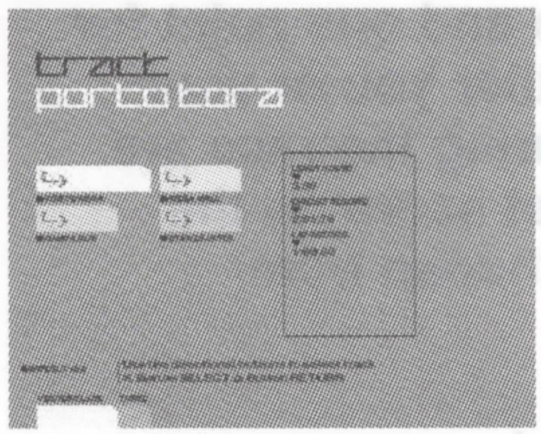
VENOM CLASS for intermediate players or those that fancy their chances.

RAPIER CLASS for more advanced pilots or those who want to break new ground.

horizontal split screen

*** rumour has it that the F7200 organisers are to re-introduce a previously prohibited racing class. Only experts need apply.

NOTE when in Single Race Mode, a table showing medals won in the selected class will be displayed.



TRACK MENU
Press LEFT and RIGHT to highlight one of the eight AG race circuits (if available). Press the ⊗ button to confirm and to access the Team Menu. This option is not available in Tournament or Challenge Modes.

TEAM MENU
Press LEFT and RIGHT to highlight one of the eight AG race teams (if available). Press the ⊗ button to begin the race. This option is not available in Challenge Mode.

TWO PLAYER GAME

SINGLE RACE

See Single Race Menu above.

ELIMINATOR

A score-based event where a full complement of opponents compete for superiority. You score one point for each completed lap and one point for each competitor destroyed. The race continues until either you or your opponents achieve the target score. Craft destroyed during the race are re-spawned at the starting line. You can adjust the target score on the ELIMINATOR TARGET screen by pressing ⬅ and ➡. Choose from 1 to 99.

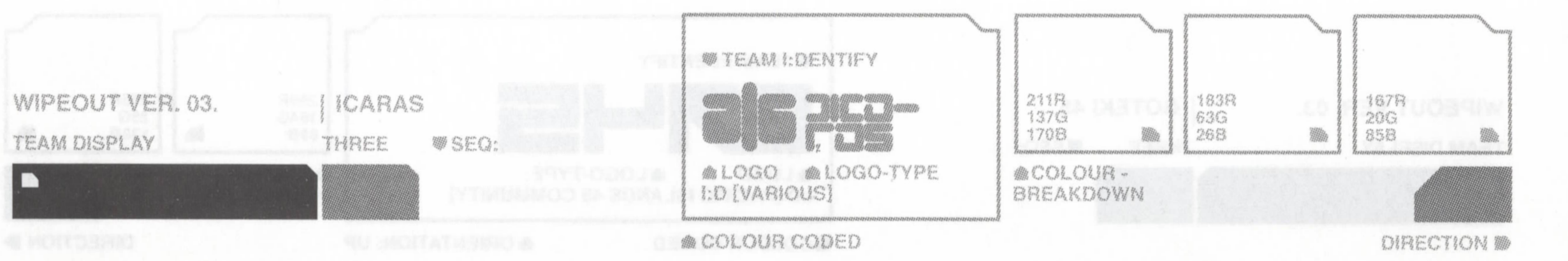
NOTE the pit-lane is deactivated during Eliminator events.

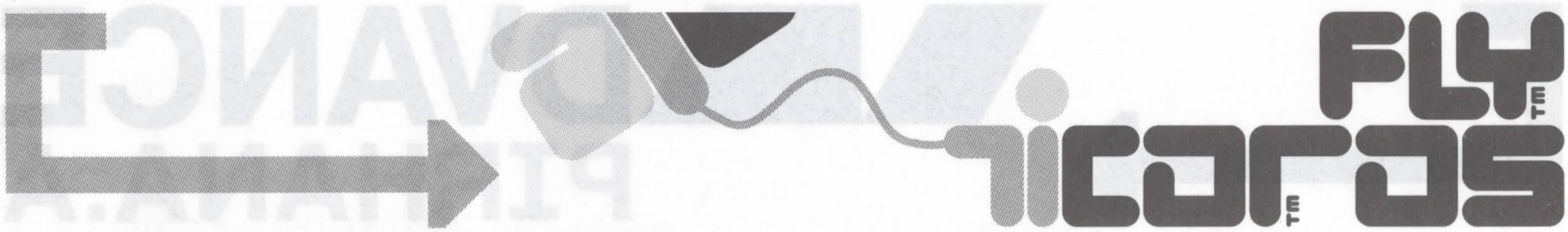
Tournament

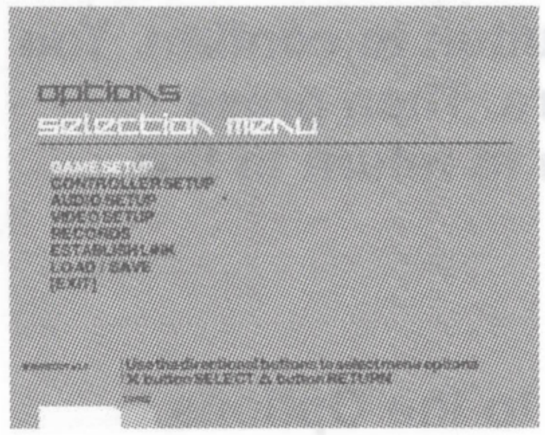
See Tournament Menu above.

Options

See Options Selection Menu below.







OPTIONS SELECTION MENU
Game Setup Menu

Game View
Press LEFT and RIGHT to choose either INTERNAL, EXTERNAL or COCKPIT view.

Opponents
Choose the number of race opponents. Select either 4, 8, 12 or set this option to OFF.

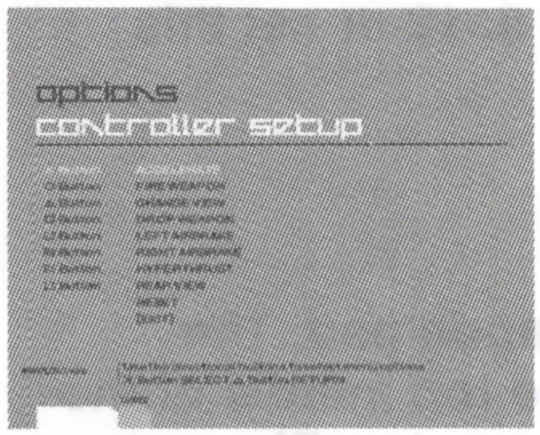
Weapons
ON or OFF
To collect a weapon during a race, simply fly over a weapon pad. The weapon will activate and its logo will be displayed in the top middle of the gamescreen. Press the ◉ button to deploy the active weapon. Choose OFF to disable the weapon pads (see the WEAPONS AND POWER-UPS section later on in this manual).

Checkpoints
On or Off (see the PLAYING THE GAME section later on in this manual).

Default Name
Here's where you can enter your name so that when you win a medal or break a lap-record, your name will be automatically entered into the hall of fame every time.

Press ⬅ and ➡ to choose a letter then press the ⊗ button to confirm. You can enter a name with a maximum length of eight letters. Then press DOWN to highlight EXIT and finally press the ⊗ button to return to the Game Setup Menu.

Exit
Confirms the changes you have made and returns you to the Options Selection Menu.



Controller Setup Menu
CONTROLLER PORT 1 see the Setup Controls Menu (below).

CONTROLLER PORT 2 see the Setup Controls Menu (below).

VIBRATION SETUP see the Vibration Setup Menu (below).

EXIT press the ⊗ button to return to the Options Selection Menu.

Setup Controls

Press ⬆ and ⬇ to highlight an action, then press the ⊗ button. The current button configuration will be replaced by a flashing PRESS BUTTON message.

At this point, you must press the button that you want to use for the highlighted action. Repeat this method for each action until you are happy with the settings, then highlight EXIT and press the ⊗ button to return to the Controller Setup Menu. Alternatively, highlight RESET and press the ⊗ button to restore the default controls.

Vibration Setup

Press ⬆ and ⬇ to select the Analog Controller (DUALSHOCK) you wish to configure. Then press ⬅ and ➡ to turn the vibration function ON or OFF. Highlight EXIT and press the ⊗ button to accept changes and return to the Controller Setup Menu.

Exit

Confirms the changes you have made and returns you to the Options Selection Menu.

Audio Setup Menu

Press ⬅ to decrease or ➡ to increase the volume of the in-game music.

SFX Volume

Press ⬅ to decrease or ➡ to increase the volume of the in-game sound effects.

Sound Mode
Choose either MONO or STEREO sound output.

CD Track
Press ⬅ and ➡ to cycle through each available music track. For a random selection of in-game tracks, be sure to set this option to RANDOM.

Exit
Confirms the changes you have made and returns you to the Options Selection Menu.

Video Setup Menu
Split Screen
Press ⬅ and ➡ to choose either VERTICAL or HORIZONTAL.

NOTE split screen only applies to Single Race, Eliminator and Tournament modes.

Widescreen Correction
Press ⬅ and ➡ to select either ON or OFF. Select ON if you have a widescreen television and wish to view the game in the correct aspect ratio. Select OFF to play on a standard television.

Move Screen
Press the ⊗ button to activate this function. Use the directional buttons to reposition the screen to your satisfaction. Finally press the ⊗ button to confirm.

Reset
Press the ⊗ button to reset the options to their original settings.

Exit
Confirms the changes you have made and returns you to the Options Selection Menu.

Records Menu
Single Race Records
Press ⬅ and ➡ to view the best single race times set on each track.

Time Trial Records
Press ⬅ and ➡ to view the time trial race times set on each track.

Establish Link Menu
With a Link Cable, you can play multi-player games without having to share half the screen with your opponents. With two copies of the game, two consoles and two televisions, you only need one Link Cable to have twice as much fun. A total of four players can participate, two players on each television. So get connected!

Link-Up Procedure
Select the number of players on each console and ensure that the correct number of players has been selected before the link is established. Once the number of players has been selected, go to the Options Selection Menu and select ESTABLISH LINK. Once the link has been established, the Master Player then needs to select a game mode, a league, a race class and racetrack. Both Master and Slave Players then need to select their desired teams, before commencing the race.

Load/Save Menu

NOTE it is advised that you do not insert or remove MEMORY CARDS once the power has been turned on. Make sure you have enough free blocks on your MEMORY CARD before commencing play.

LOAD

To load a previously saved game, make sure you have a MEMORY CARD inserted according to the system instructions. Use the directional buttons to select the MEMORY CARD slot you want to load from and press the ⊗ button to confirm. If you have two MEMORY CARDS inserted, press ⬆ and ⬇ to switch between MEMORY CARDS.

SAVE

To save your progress, make sure you have a MEMORY CARD inserted according to the system instructions. Use the directional buttons to select the MEMORY CARD slot you wish to save to and press the ⊗ button to confirm. If you have two MEMORY CARDS inserted, press ⬆ and ⬇ to switch between MEMORY CARDS.

Exit

Press the ⊗ button to return to the Main Menu.

mitar= brain-aided design

HEY! THINK!
IT AIN'T ILLEGAL YET!

IN-GAME MENU

Press the ▶ START button to pause the game. Use the directional buttons to highlight your choice from the In-Game Menu and press the ⊗ button to confirm.

Continue

Returns you to the race.

Audio Setup

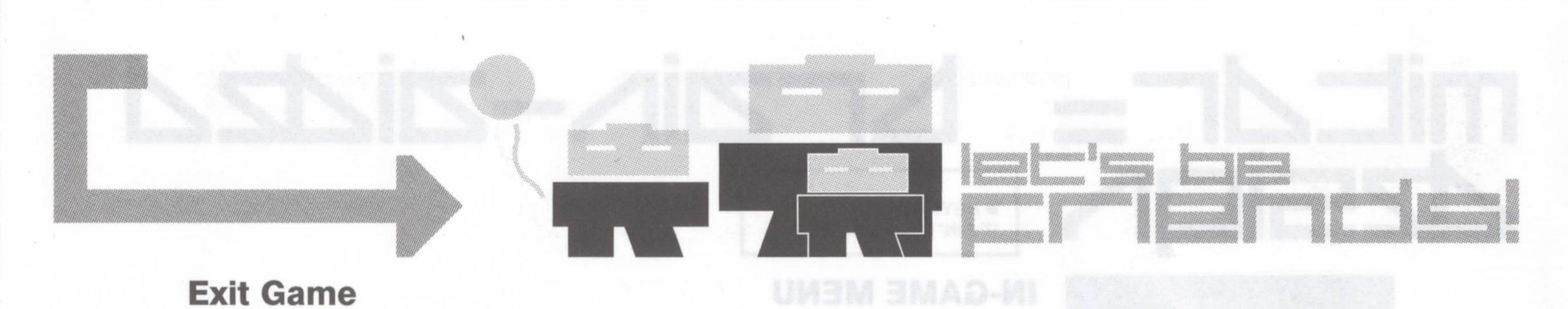
A small sub-menu will be displayed, allowing you to adjust the volume of music or SFX volume and select your desired audio track. Press UP and DOWN to highlight your choice, then press ⬅ and ➡ to adjust the settings. Return to the In-Game Menu by selecting BACK and pressing the ⊗ button.

Restart Race

Takes you back to the start of the current track.

The following message will be displayed:
"Are You Sure?
No Yes"

Press ⬆ and ⬇ to highlight either YES or NO and press the ⊗ button to confirm. Choose YES to return to the beginning of the current race. Choose NO to return to the In-Game Menu.



Exit Game
Takes you back to the MAIN MENU.

The following message will be displayed:
"Are You Sure?
No Yes"

Press ⬆ and ⬇ to highlight either YES or NO and press the ⊗ button to confirm. Choose YES to return to the MAIN MENU. Choose NO to return to the In-Game Menu.

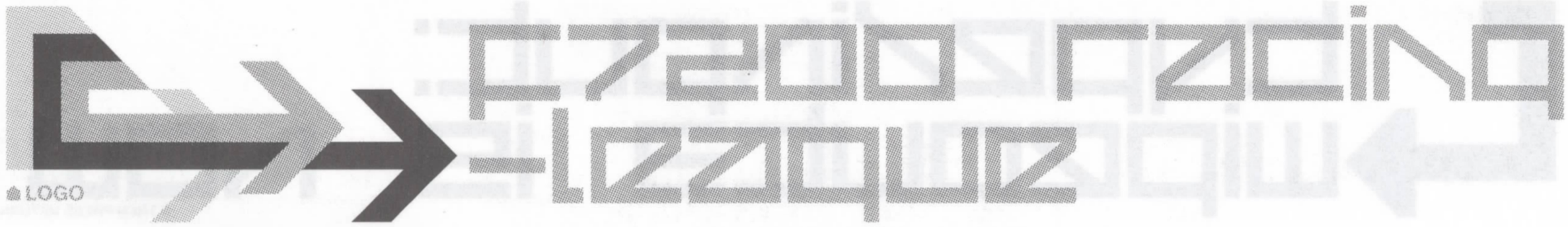
NOTE
SINGLE RACE - if a Gold Medal is awarded on any track then the NEXT RACE option becomes available in the In-Game Menu.

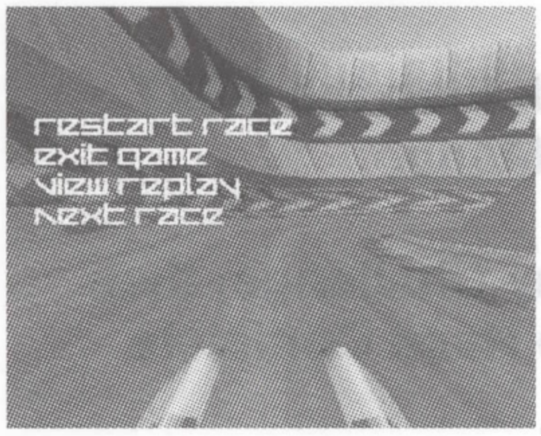
CHALLENGE MODE - if any medal is awarded within any Challenge, then the NEXT CHALLENGE option becomes available in the In-Game Menu.

MULTI-PLAYER – the NEXT RACE option will always be available as medals are not awarded in this mode.

View Objectives/Scores
Refresh your memory as to your challenge assignments or required scores. Press the ⊗ button to return to the In-Game Menu.

NOTE available in Challenge Mode and Eliminator modes ONLY.





RACE COMPLETE MENU

At the end of a race, a statistics screen will be displayed. See where you finished, the time it took and the lap times for each lap completed. Press the ⊗ button to access the Records Menu. If you have broken a record you will be able to enter your name on the hi-scores chart. Press ⬅ and ➡ to cycle through the alphabet, then press the ⊗ button to confirm. The DEL character deletes the current selection and takes you back one step, while the END character accepts the current name and exits the name entry process. Press the ⊗ button again to access the Race Complete Menu:

Restart Race

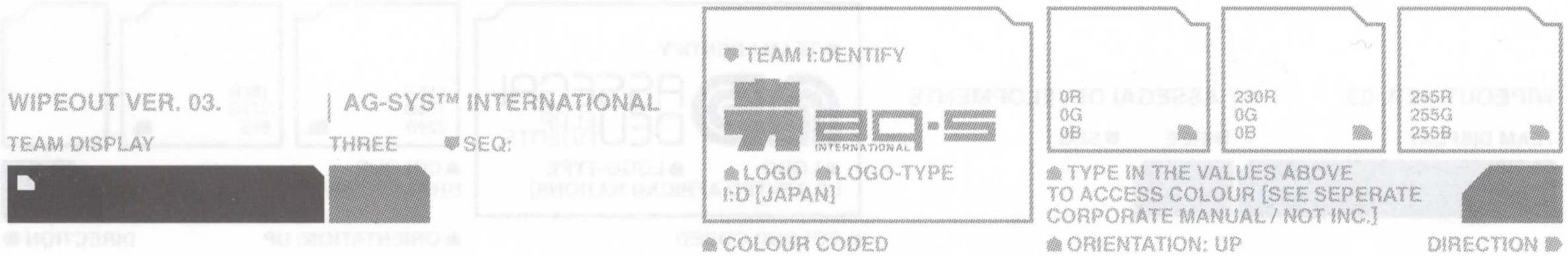
Press the ⊗ button to return to the starting grid and restart the race.

Exit Game

Press the ⊗ button to return to the Main Menu.

View Replay

Press the ⊗ button to watch the replay of the previous race from start to finish. Press the ▶ START button to exit the replay.



type/input: wipeout is now

THEN PRESS RETURN

NOTE

SINGLE RACE - if a Gold Medal is awarded on any track then the NEXT RACE option becomes available in the Race Complete Menu.

CHALLENGE MODE - if any medal is awarded within any Challenge, then the NEXT CHALLENGE option becomes available in the Race Complete Menu.

MULTI-PLAYER – the NEXT RACE option will always be available as medals are not awarded in this mode.

playing the game

WEAPON GRIDS

Coloured weapon grids litter the circuit. Fly over a grid to equip your craft with a weapon. See the WEAPONS AND POWER-UPS section later on in this manual for more information. Weapon grids are deactivated in a Time Trial.

SPEED PADS

Speed pads, in the shape of blue chevrons, are strategically placed on tracks and boost the velocity of craft passing overhead. Multiple speed pads will add an incremental speed boost: for instance two speed pads in succession will add twice as much boost.

Speed pads along straight sections can improve overtaking. Speed pads in and around track corners may result in more collisions and, consequently, diminished speed.

CHECKPOINTS

Checkpoints are blue beams of light that stretch horizontally across the circuit at regular intervals. As soon as you begin a race, a countdown showing your allotted time will be activated. If the counter reaches zero before you pass the next checkpoint – that's game over!

As you progress and improve, you should reach each checkpoint with time to spare.

HYPER-THRUST

Hyper-thrust boosts craft speed by tapping into the shield energy reservoir. Extensive use of hyper-thrust will drain the craft's energy reserves and leave it vulnerable to elimination from opponents.

Hyper-thrust will be disabled if shield energy falls below 25%.

AIR-BRAKES

Each craft is fitted with left and right air brakes, to facilitate turning sharply and reducing speed. Very handy when entering severe corners.

ALTITUDE CHANGES

Beware of changes in altitude - climbing a hill can obscure the circuit ahead and the resulting descent can lead to a hard-to-control speed rush. Combined with bends, hills can prove to be quite challenging circuit features. Additionally, short frequent altitude changes can result in unwanted bottoming out of the AG craft if the wrong speed is maintained over the obstacle.

The most severe altitude changes come from jumps. Correctly adjudging your launch angle, minimum speed, mid-air steering and touchdown techniques could make all the difference when it comes to making a smooth jump or crashing into the scenery.

PIT LANE

Replenish shield energy by flying into a pit lane. These are clearly marked blue striped sections of the track.

The shield strength recovered is based on time spent in the pit lane – less time within the lane will result in less strength recovered.

THE PROGRESSION SYSTEM

A first-place finish guarantees the gold medal. Runners-up must settle for silver and if you come third it's the F7200 Race League bronze medal for you! Medals are awarded for the track, regardless of class.

Win a Gold Medal on all four of the initially available tracks, within the chosen Class, to progress on to the fifth circuit. Then win a single Gold Medal on the fifth circuit to open up the sixth circuit and so on.

The exact same system also applies to the unlocking of craft. If you win a Gold Medal in all four of the initially available craft, then the fifth craft will be unlocked. Win a single Gold Medal with the fifth craft to access the sixth craft and so on.

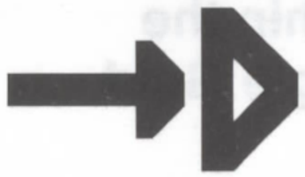
Rumour has it that if you win a Gold Medal on all eight circuits, with all eight craft, in any race class, and within either league, then a special Prototype track will be unlocked...

WEAPONS AND POWER-UPS

All weapons are pre-loaded onto your craft before a race. When you fly over a weapon grid, a weapon will be activated and the relevant icon will be displayed in the top middle of the screen. A spoken message will inform you of the weapon collected.

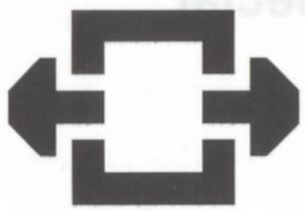
Press the ◉ button to fire the weapon or the ▣ button to discard or deactivate it. An audio message will warn you of weapons about to be used against your craft.

vertical split screen



AUTO-PILOT
Auto-pilot takes control of the craft out of your hands for a short period. A timer will count down the seconds until auto-pilot disengages. Press the ▣ button to disengage auto-pilot and instantly return to manual control.

CLOAK
Instant invisibility prevents your opponents from targeting your craft. Handy for overtaking on the blind side – literally!



GRAVITY SHIELD
The Gravity Shield will safeguard your craft from further shield energy loss. When activated, the Gravity Shield prevents you from firing another weapon, but you can pick one up.

REFLECTOR
Reflectors can be used as an offensive weapon, sending an attack back towards its source. Timed correctly the Reflector is ideally activated just after an attack is launched.

ENERGY DRAIN
When fired, the Energy Drain locks on to the nearest craft. Energy is then drained from the opponent and added to your craft's shield energy reservoir.

FOISAR IS FAIR.

The link is broken when either the drained enemy craft is destroyed, moves out of range or activates a Gravity Shield; your craft reaches its maximum energy limit; or a time limit is reached.

But beware of opponents unleashing the Reflector weapon, as it will reverse the link and you will be the one to suffer the degenerating power of the Energy Drain.

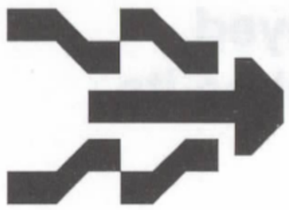
FORCE WALL
Slamming into an impenetrable wall at 250mph is enough to stop anyone dead in their tracks. Unleash a Force Wall and your competitors will come to a crunching halt, but you will speed on through. Opponents can destroy a Force Wall with a Quake Disrupter or a Plasma Bolt.

MINES
When launched, mines spew from the back of the craft, causing damage to opponents behind. Although they are a fine deterrent to slipstreaming, Rockets and Quake Disruptors can destroy mines.

MULTI-MISSILES
Launching a double salvo, multi-missiles can target up to two enemy craft at any one time. The two missiles will target the nearest opponent within a fixed short range.

If two enemy targets are within firing range, they will both receive a nasty visitor up their tailpipes!

GO!

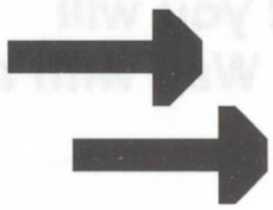


PLASMA BOLT

When activated, Plasma Bolts must charge up before launching. They are not target-seeking and are tricky to aim, but more importantly, they destroy enemy craft on impact.

QUAKE DISRUPTOR

One of the most instantly recognisable weapons, the Quake Disruptor flips the race-track up and slams it back down with disdain. Craft caught within this ripple effect will suffer massive shield energy loss.



ROCKET

As front-firing projectiles, rockets fire in rounds of two and drain shield energy on impact. Rockets fire only in a straight line, so a careful aim is required.

horizontal split screen

TEAM STATS

NAME:	FEISAR (*Federal European Industrial Science and Research*)
COUNTRY:	UNITED EUROPE
ESTABLISHED:	2017
LOGO:	TEAM I:DENTIFY FEISAR®

CRAFT STATS

THRUST:	5
SPEED:	1
SHIELD:	4
HANDLING:	4

TEAM STATS

NAME:	GOTEKI 45
COUNTRY:	PACIFIC ISLANDS 45
ESTABLISHED:	2095
LOGO:	TEAM I:DENTIFY G45

CRAFT STATS

THRUST:	3
SPEED:	2
SHIELD:	4
HANDLING:	3

WIPEOUT VER. 03. | GOTEKI 45

TEAM DISPLAY THREE SEQ:

TEAM I:DENTIFY G45

LOGO LOGO-TYPE

I:D [PACIFIC ISLANDS 45 COMMUNITY]

255R 184G 89B

255R 25G 138B

COLOUR - BREAKDOWN

COLOUR CODED ORIENTATION: UP DIRECTION

giant new circuits

TEAM STATS

NAME:	AURICOM IND
COUNTRY:	NORTH AMERICA
ESTABLISHED:	2025
LOGO:	TEAM I:DENTIFY AURICOM

CRAFT STATS

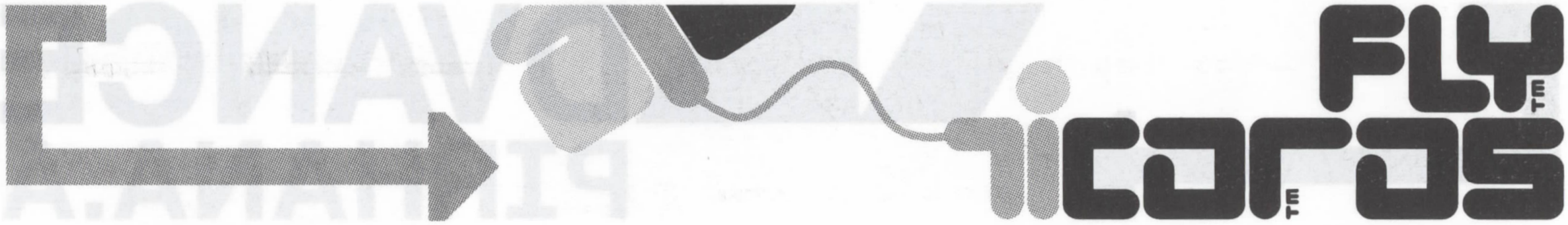
THRUST:	3
SPEED:	3
SHIELD:	3
HANDLING:	3

TEAM STATS

NAME:	PIRHANA-A
COUNTRY:	BRAZIL
ESTABLISHED:	2060
LOGO:	TEAM I:DENTIFY PIRHANA ADVANCEMENTS

CRAFT STATS

THRUST:	2
SPEED:	3
SHIELD:	2
HANDLING:	4



TEAM STATS

NAME:	QIREX
COUNTRY:	RUSSIAN UNION
ESTABLISHED:	2041
LOGO:	TEAM I:DENTIFY

CRAFT STATS

THRUST:	4
SPEED:	4
SHIELD:	3
HANDLING:	2

TEAM STATS

NAME:	AG S INTERNATIONAL
COUNTRY:	JAPAN
ESTABLISHED:	2017
LOGO:	TEAM I:DENTIFY

CRAFT STATS

THRUST:	3
SPEED:	4
SHIELD:	2
HANDLING:	3

ADVANCE PIRHANA.A

TEAM STATS

NAME:	ASSEGAI DEVELOPMENTS
COUNTRY:	UNITED AFRICAN NATIONS
ESTABLISHED:	2113
LOGO:	TEAM I:DENTIFY

CRAFT STATS

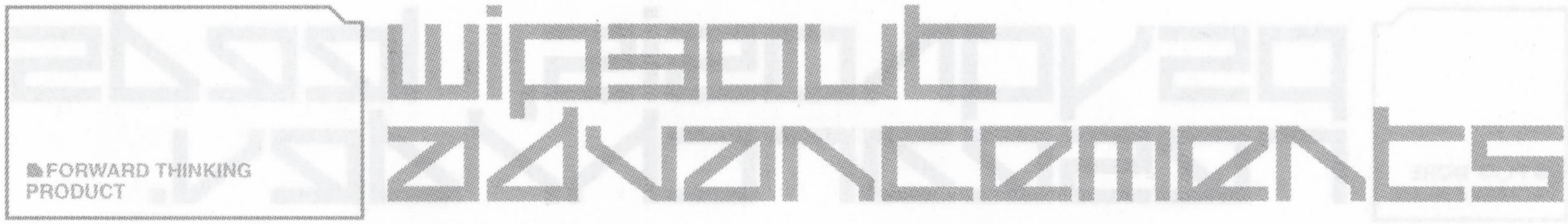
THRUST:	3
SPEED:	3
SHIELD:	2
HANDLING:	5

TEAM STATS

NAME:	ICARAS
COUNTRY:	VARIOUS
ESTABLISHED:	2109
LOGO:	TEAM I:DENTIFY

CRAFT STATS

THRUST:	1
SPEED:	5
SHIELD:	2
HANDLING:	3



music credits

"Auricom" "Goteki 45" "Feisar" "Icaras" "Pirhana" "Xpander"

All tracks recorded by Sasha for Deconstruction Records.
Sasha appears with kind permission of Deconstruction Records.

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Charlie May appears courtesy of Warner Chappell Music Limited and ETC management.

"Control" "Surrender" - Both tracks written and produced by MKL.

Underworld "Kittens"
Written by Underworld (Emerson, Smith, Hyde)
Published by Sherlock Holmes Music/Warner Chappell Music for North America. Produced by Rick Smith.
ISRC: GB-CGL-98-00036
(P) and © 1998 Underworld exclusively licensed to JBO Limited for UK and Ireland: World excluding UK and Ireland V2 Music Limited
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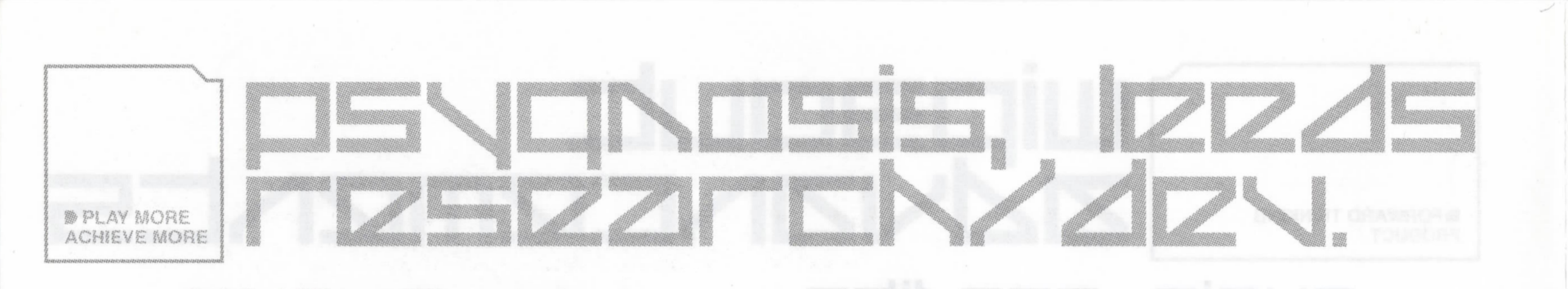

Orbital "Know Where to Run"
Written by P.Hartnoll and P.Hartnoll
Published by Sony Music Publishing
Produced by P.Hartnoll and P.Hartnoll
Mixed by and additional production by Micky Mann
Cut by Kevin Metcalf
(P) and © 1999 FFRR
Available on the Ffrr Album "The Middle of Nowhere" (5560762)

Paul Van Dyk "Avenue"
Written by Paul Van Dyk
Published by MFS administered by BMG/UFA Music Publishing
Produced by Paul Van Dyk
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Propellerheads "Lethal Cut"
Written by Alex Gifford
Published by Chrysalis Music
Produced by Alex Gifford at The Wurx
Mastered by Mike at The Exchange
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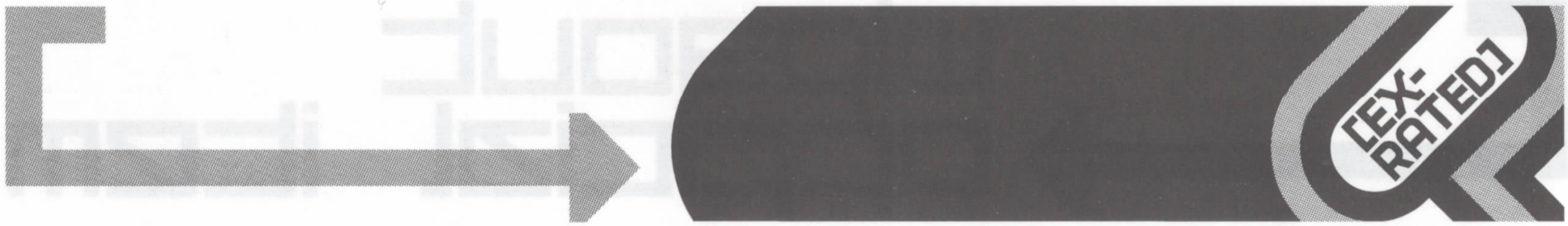
Licensed courtesy of Alex Gifford



The Chemical Brothers "Under The Influence"
Written by Rowlands/Simons
Published by MCA Music Ltd.
Produced by The Chemical Brothers
ISRC: GB-AAA-99-00296
(P) and © 1999 Virgin Records Ltd.
Licensed courtesy of Virgin Records Ltd.

credits

WIPEOUT 3 SPECIAL EDITION TEAM

Producer	Patrik McCormack
Lead Artist	Nick Phillips
Art Team	Ben Deveraux, Mat Garey, Josee Lupien, Andy Walker
Lead Programmer	Neil Paterson
Programming	Gareth Preece
Lead Designer	Mark McGinley
Design	Jody Cobb, Kevin Finnigan, Scott Naylor
FMV Voice-over Artist	Hitomi Zushi

SCEE STUDIO LEEDS

Executive Producer	Jonathan Freedman
Head Producer	Phil Quirke-Webster
Head Artist	Nicky Westcott
Head Programmer	Sam Brown
Head Designer	Paul Walker

Central Product Manager	Enda Carey
Group Product Manager	Kevin McSherry
Public Relations	Imogen Baker
Print Production	Lisa Rose, Natalie Norris
Manual Writer	Russell Coburn
Manual Approval	Lee Travers, Peter "Jen-Head" Gawthorne
Test Team	Dean Ashley, Colin Berry, Matthew Brooks, Richard Bunn, Alan McArdle, Paul Tweedle, Jason Platt, Shaun Durney, Paul French, Barclay Christmas, Christopher Speed, Mark O'Connor, Carl Seddon, Mike Aspinall
Exclusive Packaging Design by	The Designers Republic
Special Thanks to	Juan Montes, Shawn Layden, YeonKyung Kim, Sasha, Alan Raistrick, Beverly Shaw and little Kane, George and all the rest at the Leeds Studio for their technical and emotional support.

And a very special thanks to the WO3 team, the WO3 Liverpool FMV team and the pioneering Liverpool team for the creation of the WipEout and WipEout 2097 tracks.

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